Thomas Pettersen

Queens, New York | 917-992-3152 | ThomasPettersen20@gmail.com | Portfolio | GitHub | LeetCode

Software Engineer adept at problem solving, API, and framework development. Possess a strong ability to communicate technical concepts through experience as a coding instructor. Experienced in cross-industry collaboration, leading complex projects with cross-functional teams. Skilled in product lifecycle management through founding, scaling, and operating a product sales business, coordinating sales, operations and project management.

TECHNICAL SKILLS

Languages: JavaScript, Python, HTML, CSS, SQL | Frameworks + Libraries: React, Express.js, Django, Bootstrap

Databases: MongoDB, PostgreSQL | Other: Node.js, Git, Postman, Jest, Vitest Automated Testing

EXPERIENCE

Coding Instructor | The Coder School | Bayside, NY | Oct 2023 - Current

- Develop customized curriculum for computer science students and lead classes in both group and 1:1 settings.
- Provide progress reporting for student development using status markers and milestone tracking.
- Innovate curriculum to drive student growth and adoption of new concepts across projects in Python and Scratch, a visual programming language.

Software Engineer Fellow | General Assembly | Remote | Feb 2023 - May 2023

- Learned and applied new languages, frameworks, and computer science topics in a fast-paced program.
- Frequently worked in groups to develop teamwork and debugging skills.

Projects:

Full Stack Developer | SearchCast (GitHub, Deployed - Netlify)

Created a full stack app for users to track keyword podcast searches using the Spotify Web API.

- Designed a mobile-responsive frontend and intuitive user interface with React, Bootstrap, and Auth0.
- Built a backend API with Node.js and Express.js to access users' searches stored on MongoDB.
- Iteratively developed by fulfilling planned user stories, meeting 1-week deadline and requirements.

Backend Lead + Git Manager | StubSaver (GitHub, Deployed - Heroku)

Collaborated with a developer in Europe to create a full-stack CRUD application.

- Used Django and Python to build functionality for users to save live events they've attended.
- Integrated a PostgreSQL database to store 6 related models with various data types.

Frontend Developer | Chorderly (GitHub, Deployed - GitHub Pages)

Developed a game to help users learn musical chords by ear using HTML, CSS, and vanilla JavaScript.

• Designed the game to include sound, asynchronous timing, score tracking, and multiple game modes.

President | Thompson Contract | New York | Feb 2014 - Feb 2023

Ascended through 4 roles in 5 years to own the company, which imports and sells European furniture.

- Directed sales generation of over \$1M of revenue during 4 years as President, utilizing strong communication skills to present products, triage client requests, and coordinate order fulfillment.
- Orchestrated overseas shipping of over 500 orders, leveraging time management and organizational skills.
- Developed pricing models to ensure profitable and competitive proposals for each project.

EDUCATION

Software Engineer Immersive (420 hours) | General Assembly | May 2023

B.S. | Business Management | St. John's University | New York, Summa Cum Laude (GPA: 4.0)